The intent of the program is supposed to be a simulation of a pong game with no player control. The AI paddles are supposed to battle each other until the ball flies out of range if ever. The AI players have two AI states depending on where the ball is and if the ball collides with the paddle. Once the ball is hit the paddle will wander along the edge until the enemy AI hits it again. Then it switches to a seek state and runs after the ball to hit it again. The same will be the case for the apposing AI. Movement will be confined to left and right motions along a drive line.